

TOKIO

TAITO
DYNAMICS



TOKIO

Step aside Blue Angels — and make way for TOKIO — the game where you call all the shots and command your own fighter squadron.

Attack the enemy squadrons head-on. Each red enemy fighter captured becomes a part of your own arsenal and you can arrange your squadron to your best strategic advantage. Fire away with your air to air, and air to ground missiles. Good luck, your phantom jet awaits you.

How to play

After hitting a red enemy fighter, pick it up and it becomes one of yours. Acquiring 2 or more fighters will allow you to arrange an attack formation.

	F1 Fire air-to-air and air-to-ground missiles simultaneously.	F2 Fire air-to-air missiles only	F3 Fire air-to-ground missiles only
1			
2			
3			
4			

Only 4 captured fighters can be used at any one time. Additional enemy fighters are stored for use if the player should lose one during battle.

Destroy the Big Battleship by hitting all three red engines with air-to-ground missiles.

By simultaneously pushing A and B buttons, a friendly fighter is launched as a powerful sidewinder missile.



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